

# DROPPING OFF AT MALEME?

## SCENARIO ASL TAC1 Translated by Coastal Fortress Gaming Group



**Victory Conditions:** The German Paratroops win if, at the end of the scenario, the two airfield runways are clear of good order allied units within 2 hexes range; hexes of runway not included (i.e. the zone bounded by the hexes: 11AA10-14L8-M9-O8-O5-M4-L4-I3-G4-G7-E8-E10 inclusive)

### Maleme Airport, Crete, May 21, 1941:

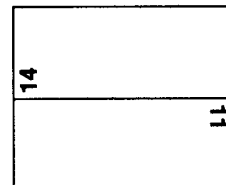
The previous day, at the beginning of operation *Merkur*, the *Luftlande-Sturmregiment* underwent heavy losses from the 22nd New Zealand Battalion while attempting to seize the Maleme airport. Having failed, it was forced to entrench near the objective for the night. On the evening of May 20, the German operation really did not seem a success. In spite of its failure, the *Luftlande-Sturmregiment* was the unit which seemed to have established the most promising bridgehead. It confirmed that judgement on May 21 while seizing hill 107 which overlooked the airfield in the south. Paratroops of Fallschirm-jäger-regiments 1 and 2 were en route to reinforce at 1430 hours and landed under the protection of a group of *Junker 87*.

### Board Placement:

#### Balance:

- ✚ Increase the presence of the Stukas by 1 turn.

- ⊙ Add a trench to the British OB



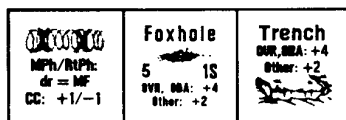
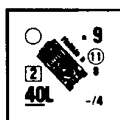
⊙ New Zealand sets up first [185]	✚	1	2	3	4	5	6	7	8	END
✚ German moves first [286]										

### Elements of 22nd New Zealand Battalion and B squadron of 7th RTR [ELR:4]

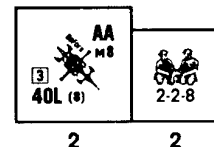
Set up on board 14 {SAN:4} (see SSR 4):



4-5-8	9-1	8-1	8-0	3-14	4-12	2-7	2-11
12		2			3	3	



Elements of the 156th Light AA Battery Set up on board 14, adjacent to a runway hex:



### Elements of the Luftlande-Sturm Regiment, Battalion I, 4th Company of 3rd Battalion [ELR:4]:

Set up on hill 11X5 {SAN: 3/4} (see SSR 5):



4-6-8	9-1	8-1	7-0	2-12	3-8	50-12-13	5-15
8				2		3	

### Elements of 4th and 123rd Companies of Fallschirm-jäger Regiment 2 [ELR:4]

Enter on turn 1 by parachuting (Air Drop E9.2, see especially E9.4, E9.7, F13.5 & F13.6)



5-4-8	2-8	8-1	8-0	3-8	3-8	3-8
14	2	2	2	6		

Scenario Design: Jean-Luc & Gaël Béchenne '91

### SSR:

- EC are dry with no wind at start. The direction of the wind should still be determined by a dr for Air Drop purposes.
- All Woods are Brush, Orchard is Olive Grove and Grain is Vineyard. All Buildings are single story buildings. All board 14 Buildings are wooden. The buildings of board 11 preserve their characteristics.
- An air call is available for the Germans in the form of 3 Stukas which enter according to rule E7.2. Their presence is limited to 2 consecutive turns.
- The British Matilda cannot set up in a building.
- The German SAN is 3 during the 2 first turns, then goes up to 4.

**Aftermath:** Benefitting from the support of the paratroops the men of *Luftlande-Sturmregiment* succeeded in taking control of one part of the airfield in spite of the resistance of the New Zealanders. A little later, a flood of mortar shells fell down on the runway of the airfield, and a *Junker 52* landed under the fire of the New Zealand machine-guns. It succeeded in discharging cases of ammunition the Germans would soon have missed, and loaded with wounded, took off without damage. The control of the airport was soon in hand, with the airborne troops and the British artillery shelling the runway which didn't stop the landing of the *Ju 52*, unloading 650 *Gebirgs-jäger* of *Gebirgs-jägers-regiment 100*. By the evening of May 21, the German situation in Crete was much better and the conquest of the island could start.